

VOLUME ONE, NUMBER ONE

FALL 1990

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The Secret of Creating Monkey Island

AN INTERVIEW WITH RON GILBERT

Whatever possessed you to create a game about pirates, anyway?

I'd wanted to do a pirate game for a long time.

You see, one of my favorite rides in Disneyland is Pirates of the Caribbean. You get on a little boat and it takes you through a pirate adventure, climaxing in a cannon fight between two big pirate ships. Your boat keeps you moving through the adventure, but I've always wished I could get off and wander around, learn more about the characters, and find a way onto those pirate ships.

So with *The Secret of Monkey Island*™ I wanted to create a game that had the same flavor, but where you could step off the boat and enter that whole storybook world. The pirates on Monkey Island aren't like real pirates, who were slimy and vicious, the terrorists of the 17th century. These are swashbuckling, fun-loving pirates, like the ones in the adventure stories everyone grows up with.

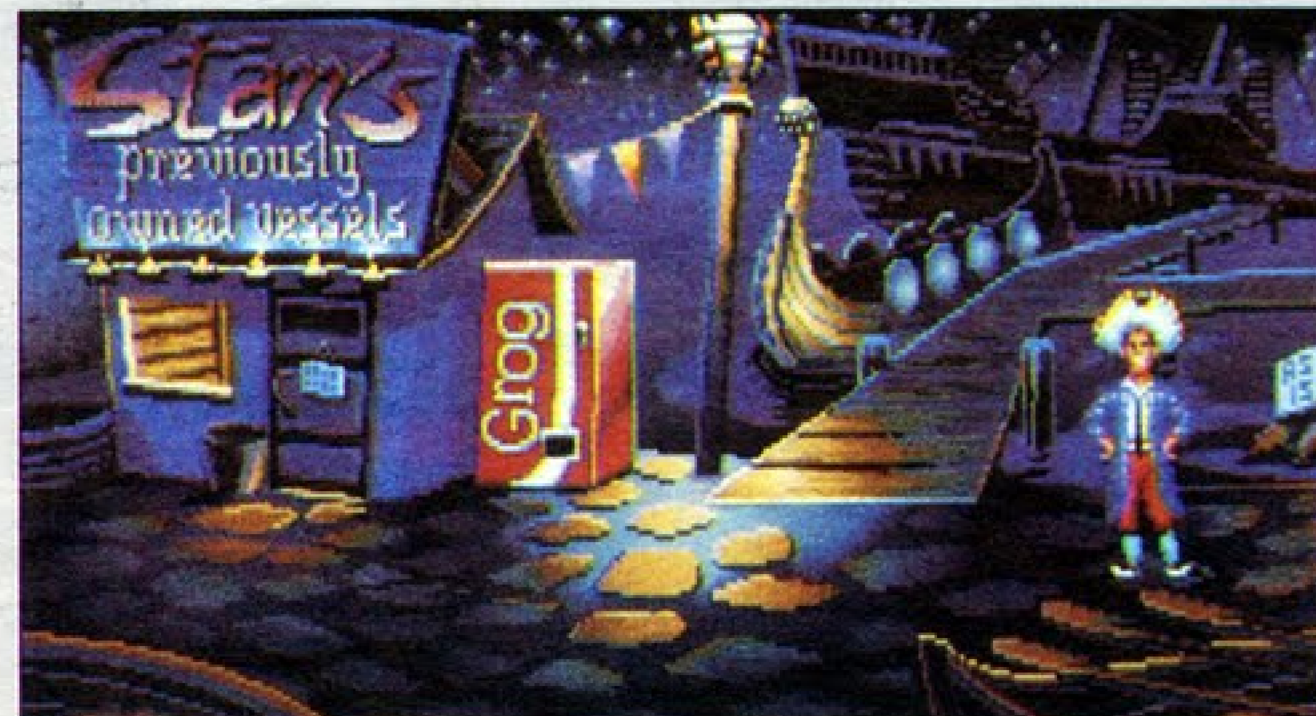
Once you had the idea, where did you go from there?

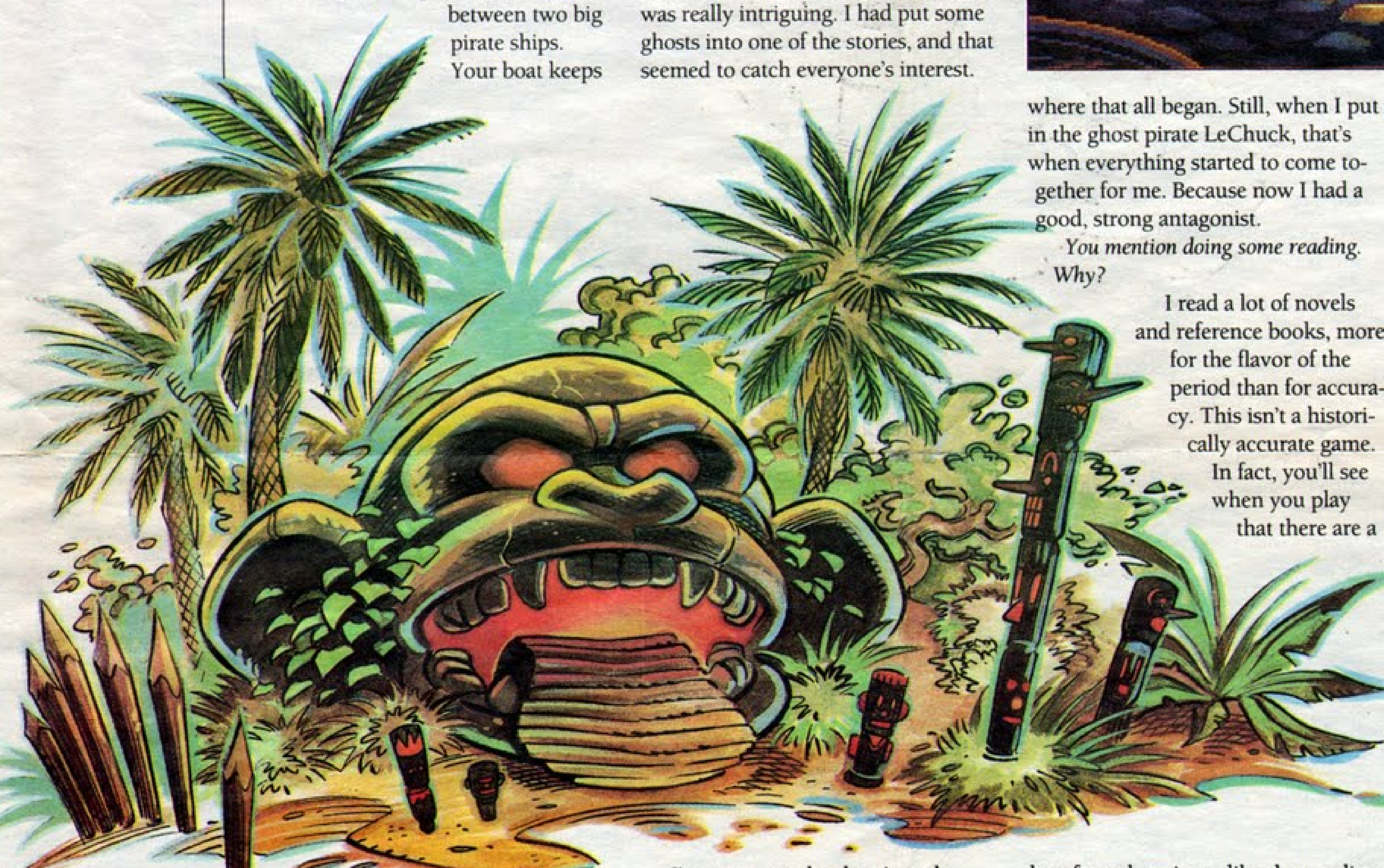
I started designing *Monkey Island* about two and a half years ago. But I was only about a fourth of the way through the design when *Indiana Jones and the Last Crusade*® came up. That had to be done quickly, so we had to put *Monkey Island* on hold for a while. That's why it took so long to complete.

The first thing I do when I'm designing a game is sit down and write a short story. I wrote a lot of four- or five-page stories, lots of different plots.

Then I'd read each story and ask myself, is that interesting? Does that make sense? And I'd say, "well, no." So I'd throw it out and write another.

I kept writing these stories and showing them to people around the office, until I hit upon something that was really intriguing. I had put some ghosts into one of the stories, and that seemed to catch everyone's interest.





I'm not sure why there's such a close connection between pirates and ghosts, and so many stories about ghost ships and ghost pirates. In all the reading I did, I never found out where that all began. Still, when I put in the ghost pirate LeChuck, that's when everything started to come together for me. Because now I had a good, strong antagonist.

You mention doing some reading. Why?

I read a lot of novels and reference books, more for the flavor of the period than for accuracy. This isn't a historically accurate game. In fact, you'll see when you play that there are a lot of anachronisms, like the vending machine at Stan's used ship yard. They're there to add humor to the game, of course, but they also have a secret, deeper relevance to the story — but I'm keeping that secret for the sequel.

A sequel? Really?

Yeah, but don't tell anyone yet.

Okay, I'll just edit that line out of the interview before it's printed. So you've got your story, and your ghost pirate. Then what?

The next step was to take the story and break it up into a step-by-step outline of what the player has to do. You have to pick up some things, you have to get a ship, you have to find Monkey Island, and so on. I ended up with a four-page list of forty or fifty key points.

Then I started writing puzzles around each of those points. Each point might have as many as three or four puzzles that need to be solved.

At the same time, I looked for ways to make the story nonlinear, to give players a choice of which puzzle to solve next. If you have a lot of bottlenecks, you're going to increase the chance that players will become frustrated with your game. Because they're sitting in one room trying to get through one door, and there's nothing else to do in the game until they get through that door. If you can give them other things they can do while they're trying to get through the door, they can put that puzzle aside for a while and do other stuff. Maybe they'll even see something along the

Pirates Leave Monkey Island Booty Alone

An enormous horde of treasure is rumored to be hidden on Monkey Island, just waiting for someone to claim it — but pirates say they won't go near it!

They're worried about an eerie GHOST SHIP that's said to attack anyone who tries to reach the mysterious island!

Think you're ready to set out for Monkey Island and claim the treasure yourself? Think again. First you'll have to prove yourself as a pirate by passing three trials. In the process you'll have to learn to steal, to use a sword, and most important of all — to fling insults.

Not to mention the grog. You can't be a pirate without grog.

Next you'll need a ship, and a crew composed of the scum of the earth. Getting to Monkey Island is no piece of cake, either. The mysterious pirate LeChuck is rumored to be hiding around Monkey Island, and he doesn't encourage visitors.

Locals say that the treasure will probably remain unclaimed, unless someone comes along who's daring enough to pass the pirate tests, round up a crew, and command a ship on a suicidal voyage into dangerous waters.

Not much chance of that happening, is there?

The game went through a lot of changes in the design process. The three trials are one example; I added them late in the design stage.

way that'll help them figure out the puzzle.

Can you give us an example of this from the game?

One of the things I did to make the story less linear was to add the three trials at the start of the game. You have to prove yourself as a pirate by completing these three tests, and you can do them in any order that you want. That was done on purpose, so that you don't have to finish trial one before you can try trial two. I think it's good design technique to have things as nonlinear as possible, but it does make the storytelling ten times as hard.

The game went through a lot of changes in the design process. The three trials are one example; I added them late in the design stage. Another change was that I decided to introduce a lot of the characters in a way that wasn't directly related to the main plot. These are the people you'll eventually need for your ship's crew. But I wanted you to meet them as incidental characters while you're completing the trials. They aren't important at that point. Then, when you're presented with the problem of finding a crew, you think, wow, I've already met these people, and now you can go back and really interact with them.

When you've finished the design, you're ready to start programming, right?

Wrong. After the design is finished, then comes the horrible task of budgeting and scheduling, which is no fun whatsoever. You plan out when each room is going to get drawn, when each character is going to get programmed, how much is it going to cost. This can last a couple of weeks.

A computer game used to be done by one person working for maybe a year, and it would cost thirty or forty thousand dollars. Now we're doing these huge games that teams of specialists work on together, and they're starting to cost huge amounts of money. Within a few years it'll cost a million dollars to put together a game. When you're dealing with that much money you have to plan out every detail.

Our team for *Monkey Island* included programmers Tim Schafer and Dave Grossman. They not only did the programming but they wrote about two-thirds of the dialog in the game, too. And Steve Purcell and Mark Ferrari did the great artwork.

Once the budgets and schedules are done, you can begin programming at last. But Monkey Island *is an enormous, complex game. Where do you start?*

Our first goal was to get a crude version of the game together as fast as we could. That means a lot of the animation was missing, the rooms were just sketched in, the puzzles were wired in as quickly as possible.

It took about three months to get a primitive version of *Monkey Island* that was playable from beginning to end. It was like having a rough cut of a movie. We could identify a lot of weak spots — we cut out a whole bunch of the game at that point because it just didn't flow well, and we added stuff where the game wasn't interesting enough.

For example?

Before you can recruit one character named Meathook, he demands that you prove your bravery. You had to accomplish three things. But it slowed down the flow of the game too much, so we cut out two of them. For our story, one was enough.

We added some things, too. We realized that once you got to Monkey Island, the game became kind of slow. The reason was simply that there weren't a lot of people to be a deserted island. So we added a shipwrecked character on the island, and that gives you somebody to talk with. And as you piece together the story of what's been happening on Monkey Island, you discover that he's a very important part of that story.

So that crude first version of the game actually saved us time. If instead we'd worked each part up to perfection as we went along, we'd have wasted a lot of time on things like that that would eventually be thrown out, and it would have taken twice as long to produce the game.

But Monkey Island *is on the shelves at last.*

Win a Caribbean Cruise

Grok out the secrets of Monkey Island and you could win a weeklong Carnival Cruise for two in the world-renowned and once-pirate-infested Caribbean Sea!

Or you might win one of 100 Adlib sound cards. One of 250 Monkey Island t-shirts. Or one of 500 six-month subscriptions to Game Players Guide magazine.

Then again, you might get zippola. Like, we're not making any promises, you know?

What we *are* doing is giving away free demo disks so that you can check out *The Secret of Monkey Island* for yourself. Scope out the sinister town of Mêlée. Talk to smelly pirates. Solve tricky puzzles. Admire the breathtakingly swell artwork for yourself. Free of charge.

Of course, we don't give everything away in the demo disk. Like you won't even get within spitting distance of Monkey Island itself. That's the best part, and if you want to see the main attraction, you gotta cough up the price of admission, get it?

But hey, we figure that once you get a whiff of this game, you won't be able to sleep nights until you've seen the whole thing. You'll trot down to your local software emporium anon and plonk down the necessary bucks. And all us here at Lucasfilm Games will be eating lobster for breakfast.

To encourage this generous behavior in you, we're providing some Postive Reinforcement in the form of a contest.

First thing you gotta do is get the demo disk. Look for specially marked boxes of 3M diskettes: there's a free demo disk in every box. Or send a self-addressed stamped disk mailer (postage is 65¢) to Monkey Demo, P.O. Box 10307, San Rafael CA 94912.

Once you get the demo disk, you'll wander around the town of Mêlée looking for the answers to seven questions. Some of them are tough. When you've found the answers, send them to us by the May 31, 1991 deadline. Complete rules are in the demo disk.

You might just win that Caribbean cruise. Hey, you might even get attacked by pirates en route! Wouldn't that be exciting! (But like we said, we're not making any promises.)

I'm glad it's done. It's been two and a half years and a lot of hard work, but a lot of fun, too. We hope everyone has a great time playing it. **ESC**

***Maniac Mansion* aims to twist the mold of situation comedy into something dementedly different.**

COMPUTER CONFIDENTIAL

Maniac Mansion® Hits the Tube

A weird new cable television show this fall is a first—a prime time sitcom based on a computer game!

"Maniac Mansion" premiered September 14 on The Family Channel cable network. The half-hour, live-action situation comedy is loosely based on our hit computer game.

This wacked-out series chronicles the misadventures of Dr. Fred Edison and his family. Dr. Fred is an eccentric scientist whose experiments and inventions all too often go awry. He tries to maintain a happy family life, even though his experiments have accidentally turned his brother-in-law, Harry, into a human fly, and given his four-year-old son, Turner, the body of a six-foot-four, 250-pound man.

"Maniac Mansion" is the neighbors' nickname for the Edisons' home, which is inconveniently located in the middle of a conservative, upwardly mobile community. The house is filled with Dr. Fred's ingenious but useless inventions, like his 600-pound particle beam instant egg cooker that can't be adjusted low enough to prepare anything but egg briquettes.

Joe Flaherty, formerly of SCTV, stars as Dr. Fred Edison, a good-hearted third-generation scientist/inventor whose creations too often go awry. The new half-hour series premiered September 14 at 7pm (Eastern/Pacific) on the Family Channel.

Among the writers and actors for "Maniac Mansion" are many people from the screwy comedy series "SCTV " and equally loopy Second City Theater company. Joe Flaherty (SCTV's "Count Floyd" and "Guy Caballero") stars as Dr. Fred. Eugene Levy (SCTV's "Bobby Bittman" and "Earl Camembert") is executive producer as well as one of the writers.

"Maniac Mansion" aims to twist the mold of situation comedy into something dementedly different. For starters, the show debuted with "The 10th Anniversary Special," in which the Edison family reminisce about their ten happy years on television, and wonder that it's all gone by so quickly. Each episode will abound in gadgetry and high-tech special effects.

"Maniac Mansion" is produced by Atlantis Films Limited in association with The Family Channel and Lucasfilm Ltd. Television. **ESC**

Indiana Jones® and the Tower of Babel

Being ruggedly handsome and handy with a bullwhip just isn't enough any more.

To make it as a philandering archaeologist-adventurer nowadays, you've got to talk the native lingos.

Our computer games are in demand now all over the world. So we've been training Indy as a polyglot. Already, we've translated our game *Indiana Jones and the Last Crusade* into German, French, Spanish, and Italian. And we're now at work on Chinese, Portuguese, and Swedish.

Translation can be a game in itself, and there are plenty of hazards to trip up the translator.

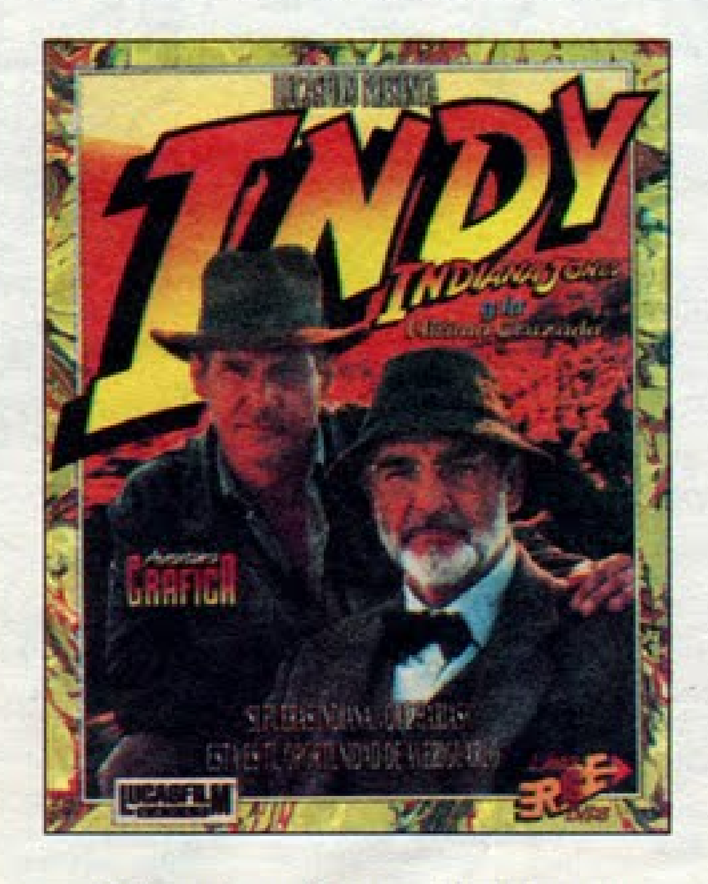
"In *Indy*, for example," Janine Pitot recalls, "at one point a Nazi says 'Orders? May I see them?' and one possible reply is a wisecrack: 'Let's see...order of fries, order of slaw.'"

But a literal translation would be pointless. "The play on the word 'order' doesn't work at all in French. Fortunately I found something that did work to replace it with. But it would be better to skip a joke entirely than to leave it in if it doesn't make sense."

Janine is Lucasfilm Games' French translator. She's adapted *Indiana Jones* and several other games as well, so she's familiar with the difficulties.

"When you're trying to translate," she says, "it's easy for the humor to get lost. If you want to recreate the atmosphere, you can't translate word for word because it will sound awkward. You try to make people believe the game really was done in their native language."

"Because our story games don't use a parser," says managing director Doug Glen, "they lend themselves well to other languages." A parser is a program that analyzes a command grammatically; since each language's grammar is different, a parser can't easily be adapted to another language. For games like *Indiana Jones*, however, we use our own programming language that eliminates the need for a parser and frees players from having to type in commands.



Instead, players choose from a list of commands and speeches displayed on the screen. Translating a game, then, is a straightforward matter of finding an equivalent for each command.

Even that, though, has its pitfalls, says Doug. "The translator can't just look at the bare words; he has to consider the context of what's happening in the game at that point. We've learned from experience that our translators actually have to play the games while they're translating.

"The other tricky part of translation is making gags and clues work that are based on American culture. Our translators not only have to be good writers and good game players, but they also need to be creative. If something doesn't translate, they need to be able to invent an equivalent in another language."

Indiana Jones and the Last Crusade won the adventure game of the year award from the European Leisure Software Publishers Association, and was named adventure game of the year by Tilt and Génération 4 magazines in France and PowerPlay magazine in Germany.

Our first translation was the German version of Maniac Mansion, adapted in 1988 by Boris Schneider, former editor of Power Play. "It became a major hit," says Doug. "Boris's translations have been cited by his colleagues as some of the best German language games ever done." **ESC**

What am I, Nuts?

BY HOWIE RUBIN

I thought it was crazy. It would never sell to Nintendo® players. Those are fast action guys who like to push buttons, aim, and shoot.

It was a year and a half ago when Lucasfilm Games contacted me about *Maniac Mansion*, a mystery game that involving thinking and problem solving. I thought their proposal — to make a Nintendo game out of it — was crazy.

However, Lucasfilm's creative reputation and the title "Maniac Mansion" hooked me. As did some of the unique features in the game: the chainsaw in the kitchen, the nuclear reactor in the basement, the ZOM-B-MATIC, and a storyline about a mad doctor who wants to turn everyone's favorite cheerleader into a zombie.

The fact that the game was already a bestseller in the personal computer market didn't hurt either.

I accepted a copy of *Maniac Mansion* for review. When it arrived, our sales director Carol Seitz and her administrative assistant Doris Skaja grabbed the game and started playing.

After five days of unanswered phone calls and cancelled sales meetings, Carol and Doris emerged from our testing room with a verdict. It was a hit!

Maniac Mansion is a thinking man's game with a wacky personality. Everything has a potential use and a player needs the deductive ability of Sherlock Holmes.

But was I nuts? The cost of producing a *Maniac Mansion* cartridge would be high, higher than most other Nintendo games. Most games only need one megabit of memory. But *Maniac Mansion* would require two megabits to accommodate all the rooms, characters, and alternate endings. We also wanted to include a lithium battery so you could save the game at any point and continue it later.



Howie Rubin

What the hell! If you're going to build a good game, go for it! We went for it, and the rest is history. *Maniac Mansion* is the wackiest, wildest Nintendo game on the market, with 50 rooms, hundreds of clues, and five different endings to keep you playing forever. (That's why you need the battery.)

It might be pricey, and I might be nuts for building it, but you won't be nuts for buying it. **ESC**

Howie Rubin is President of Jaleco USA, which manufactures Maniac Mansion for the Nintendo system.

NIGHT SHIFT

You've got to keep an eye on your quota for the night. If you don't meet it, you're fired on the spot.

Working the NIGHT SHIFT™

BY FIONA FIXIT

It's called the BEAST.

Bingham's **E**nvironmentally **A**ctive **S**olution for **T**oys, that is.

I work the night shift at Industrial Might and Logic Ltd. IML makes toys. Lots of toys. Baby Vaders. Little Luke Skywalkers.™ Junior Zak McKrackens.

And the machine that makes 'em all is the BEAST. My job is to keep the BEAST working. It's dirty work — but why do *I* have to do it?

The BEAST is an ecologically sound machine, entirely pieced together from used parts. Old electric plugs, light bulbs, that sort of thing. Like, the generator is an exercise bicycle hooked up to the battery (whew! does it ever wear out my legs!). The resin is made in an old washing machine tub. The doll parts are punched out of the molds by a boxing glove on a spring. You get the idea. If you tripped over the BEAST in a junkyard you'd never notice it.

I gotta tell you, it looked like an easy job the first night. Frank Foreman — he's my boss — gave me my quota for the night. Then just a couple of wires to plug in and we were cranking out the Trooper Toddlers at full speed.

But soon things started going haywire. A conveyor belt was traveling in the wrong direction, dumping little doll heads into the trash — which meant that the dolls were coming out with two bodies and no heads! Yow! You know, they *dock* me for wasted dolls!

No sooner did I fix that, then we started to lose power. Back down to pump the bicycle! (Pant! Pant!) Then a screw worked loose, so I had to grab a wrench and tighten it back up. A moment later, the boiler started bubbling over, so I had to adjust the heat.

Still, little by little each night, I got to know the machine better. I didn't make so many wrong dolls. Earned big bonuses for exceeding my quotas. I was feeling pretty confident, totally in control.

Then the lemmings showed up. The female is the affectionate one, clinging to me and slowing me down as I stomped around the factory. The male is the daredevil, jumping into the resin vat and discoloring the paint supply, or jamming the moving parts. Fortunately there was a vacuum cleaner handy, so I just sucked the little devils up. No prob. Meanwhile, of course, there are still screws to be tightened and belts to be adjusted; the heat just never lets up.

And then there's Larry Lawyer. He claims to be checking safety regulations, but all he does is hit me over the head with a writ. Ouch! But he doesn't bother me so much after I kick him down a couple flights of stairs.

Fortunately, IML provides me with the tools I need to get the job done. Wrenches for tightening bolts. Lemming-eating plants called Venus traps. Helium balloons for getting upstairs in a hurry, and umbrellas for floating safely back down. You can pick up the tools all over the factory — and a good thing, too, because the tools are biodegradable and can only be used once.

You've got to keep an eye on your quota for the night. If you don't meet it, you're fired on the spot. If you do, you can come back the next night for another, more difficult shift.

Now if you excuse me, I'd better get back to work. The solidifier supplier isn't hot enough, the paint is coming out the wrong color, and — ouch! — here's that darned lawyer again! **ESC**

Debugging the BEAST

BY SCOTT MARLEY

When it's two in the morning and you haven't left the office yet, a title like "Night Shift" starts to look disturbingly appropriate.

As the game's release date approached, our programmers and designers pulled many an all-nighter in order to make the deadline.

"Those of us who are heavily involved in this project really are working the night shift," said Greg Hammond a few weeks before the game appeared. Greg is the producer of *Night Shift*. "We're under a real time crunch — the candle is running out."

In *Night Shift*, a candle at the bottom of the screen marks how much time is left in the game. The irony was not lost on those who worked on the game. Here they were, working all night to get a complex computer game to run properly — a game that happens to be about working all night to get a humorously complicated machine to run properly. For them, life became a simulation of the game.

John Dean, president of a British company called Project Management Consultancy, came up with the idea for *Night Shift* and brought it to Lucasfilm Games. Two programmers from England, Fred Gill and Jon Steele, came to California to work on the game with us.

Night Shift has 30 levels in all. You play either Fred or Fiona Fixit, overworked employee of Industrial Might and Logic Ltd. At the beginning of the game, you only have to check on one or two areas within the BEAST to keep things running smoothly. But with each new level, another part of the machine is added to your responsibilities. By level 30, you're jumping from place to place as fast as you can, tightening bolts, adjusting switches, and fixing conveyor belts like crazy.

"The nice thing about the progression," said Greg, "is that you get a chance to master each part. There's a lot of satisfaction in gradually understanding more and more about how the different parts of the BEAST interact."

Debugging *Night Shift*, though, was a lot like starting the game on level 30. Each part of the BEAST had to be carefully adjusted, and now and then something that the programmers thought they'd finished with would develop a quirk.

"We just fixed a minor bug in the body hopper," Greg said. "It wasn't letting the doll bodies drop out at the right intervals." Instead, it was blocking the path of the bodies, so that the BEAST produced only defective dolls with one head attached on top of another.

With all the visible bugs fixed, *Night Shift* was ready for the "Quality Assurance" phase.

"QA is a sacred time around here. After we've developed a product to the stage where we think it's ready to go the manufacturer, then we give it to the testers for two weeks. The programmers aren't allowed to touch it during that time.

"The testers play it and bang on it and do everything they can do make the program break down. If there are no major problems — though the average game pops out of QA a couple of times for repairs — the game goes into production.

"I'm really excited about *Night Shift*. I think it's a good new direction for the company. It has some of the same qualities as *Pipe Dream*, but with a very different style of gameplay.

"I like that *Night Shift* shows a working environment. It pokes a little fun at the silly things we all have to do as part of our jobs, things we do without even noticing how silly they are. And the graphics by Chris Gibbs are a lot of fun." **ESC**

Above: The Beast



"...The Americans are good at making fancy cars and refrigerators, but that doesn't mean that they are any good at making aircraft. They are bluffing. They are excellent at bluffing."

Reichsmarschall Hermann Goering, in early 1942

Secret Weapons of the Luftwaffe™

REVEALED BY NOAH FALSTEIN

The sky above Germany is bright and clear on this crisp September afternoon in 1944. Perfect flying weather. I climb to 15,000 feet and take a look around. The panorama is breathtaking, flawed only by a cluster of dark specks on the horizon...

They're heading this way. In minutes they will be right over my airfield, just outside Bremerhaven. I open my throttle wide and climb swiftly toward the growing black shapes.

I know what they are. And as I fly, I think about the many brave German pilots who have been lost going against those B-17 Flyng Fortresses and their dangerous escort of P-51 Mustangs.

But today is different. I'm flying a Swallow: the Messerschmitt 262 jet fighter. The only jet fighter in operation in the world. Those Mustang and Thunderbolt pilots may be confident of success, but today they will get a surprise.

I'm above them now. I dive in at full speed and aim at one of the lead B-17s. In a flash I'm on it, firing a quick burst of ammunition from my four 30mm cannons. An instant later a flash of flame spurts from its tail, and the stricken bomber spirals down while its crewmen bail out as fast as they can.

I marvel again at the speed of the Swallow. The P-51 Mustang fighter is the fastest the Allies have, but I'm easily outpacing it by at least 150 kilometers per hour. I feel invincible.





An American fighter gets off a snap shot at me as I streak by. The ting of a ricochet tells me the bad news: the American was lucky, or perhaps unusually skillful. I'm losing oil pressure in my left engine, and I look out the port window to check it.

The engine is on fire.

With luck, I have a few seconds more flying time before it blows up. I bring my jet around in a wide curve and dive back among the enemy bombers. This time not a single bullet hits me. A second round of fire from my cannons sends another B-17 down in flames.

My indicators edge into the red. The odds are against me if I try to land now. The Luftwaffe, I reflect, is shorter of skilled pilots than of planes. Reluctantly I bail out of my beautiful green shark of the sky.

And not a moment too soon. Seconds later, even as my chute is still opening, my jet explodes into a ball of red fire and black smoke. As I drift down, I console myself. I took two bombers with me. That was good.

But not good enough. I'll have to try again.

"One time I got a bullet in the cooling system, and I saw the temperature was going up, so I turned my Bf 109 around and made a belly landing. At the moment when I was on the ground I heard an explosion and I thought that soldiers were shooting at my crippled aircraft. I thought, 'You have to get out fast.' I was opening the canopy and was just trying to pull out, when I saw two German soldiers ten or fifteen meters in front of me who were crying and waving with their arms. I looked around at my aircraft and saw that it didn't have a tail anymore. Then I looked around and saw that there were a lot of black boxes. I had come down in a minefield! And to cross the ten or fifteen meters to get me out, the minesweepers needed two hours to reach me! They were lying on the ground and feeling with their fingers and pulling the mines away, and then they came to my aircraft and got me out. Two hours I was left in a minefield!

Luftwaffe General Walter Krupinski

On his first mission, ball turret gunner Sergeant Maynard "Snuffy" Smith was busy firing at FW 190s as his B-17 bombed the submarine pens at Saint-Nazaire. When he heard no other gun positions firing, he crawled out of his ball turret to find out why. What he saw was a badly wounded tail gunner, two empty waist gun positions, and a radio compartment engulfed in flames. After giving first aid to the gunner, he tried to put out the fire by stomping on it, and, in desperation, even urinating on the flames. When FW 190s began firing at the damaged bomber, Smith manned both waist guns and fired back. When the fighters broke off their attacks, he managed to put out the flames with his bare hands. Because of his efforts, his B-17 was able to make it back across the English Channel to Britain, and Smith was later awarded the Congressional Medal of Honor. His actions were confirmed by the crew of another bomber, who could actually see him through the numerous bullet holes torn in the B-17's fuselage.

That's an account of a mission I recently flew in Lucasfilm's new flight simulator, *Secret Weapons of the Luftwaffe*. The game improves on the system we used for our previous simulation, *Their Finest Hour: The Battle of Britain*.™ For *Secret Weapons*, we've added many features and refinements, and we've taken advantage of advances in computer hardware like VGA graphics and add-on sound cards.

The new flight dynamics here are more accurate than ever: the plane responds to the joystick with a more realistic feel. Yet this simulation is even easier to use than *Battle of Britain*.



LUCASFILM~GAMES COMPANY STORE

It is the greatest flight simulator you've ever seen, a stunning graphics tour-de-force that lets you answer the question, "What if Nazi Germany's secret weapons had fought against the allies?" You will fly the hot twin-jet Me-262, the rocket-powered Me-163 Komet or the eerie Ho-229 batwing. Or try the Luftwaffe's front-line fighters, the Me-109 and FW-190. The key word in *Secret Weapons of the Luftwaffe* is authenticity.

Like all Lucasfilm Games flight simulators, you can fly for either side–climb into the cockpit of the best U.S. fighter aircraft, such as the top-rated P-51 Mustang or the P-47, known by its pilots affectionately as the "Jug." Or pilot a B-17 Flying Fortress heavy bomber and even man all of the crew positions. The graphics in this simulation are unsurpassed with all new special effects. Special features also include a "mission builder" that lets you design your own scenarios. **All this for just $69.95.** With our soft, black leather Luftwaffe pilot's jacket, you'll cut a dashing figure in the squadron ready room-or anywhere, especially if you top it off with our 100% silk pilot's scarf. For those warm summer days on the flight line, proudly wear our *Secret Weapons of the Luftwaffe* T-Shirt. And of course, every hangar wall needs a full-color *Secret Weapons of the Luftwaffe* poster.

SECRET WEAPONS OF THE LUFTWAFFE

FREE MOUSE PAD

Order Secret Weapons of the Luftwaffe direct and receive FREE a full color mouse pad that'll make you fly like an ace.



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Poster	(8374)	**$4.95**
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Mouse Pad		**$15.95**
		(8362)

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Extra Large	(9009)

T-Shirt	
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Extra Large	(8378)

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RAF Brown Leather Jacket



Luftwaffe Black Leather Jacket

RAF Brown Leather Vest

THEIR FINEST HOUR: THE BATTLE OF BRITAIN™

It was 1940, England's darkest moment. A small band of brave Royal Air Force fighter pilots stood alone between the British people and the almost overwhelming force of the German Luftwaffe. And when it was over, the RAF was victorious. It had truly been "Their Finest Hour."

In this spectacular flight simulator, you can fly Spitfires and Hurricanes against Messerschmitt fighters or Stuka, Dornier and Heinkel bombers. Or sit down in the German cockpits to see what combat was like against the gallant pilots of the RAF. With smooth, accurate control response, authentic period detail, and a 200-page manual crammed with history, it's almost like stepping into a time machine. **Just $59.95**

Pilots in the Battle of Britain had a dashing look that's just as popular today as it was then. Now, with our Royal Air Force brushed lambskin vest or RAF Luftwaffe leather pilot's jackets, you'll have that same look. Our Battle of Britain T-Shirt features a full-color Spitfire on the front and the Lucasfilm Games logo on the back.

Celebrate your victories with the beautiful box-art poster for *Their Finest Hour: The Battle of Britain*, shipped rolled and ready-to-frame. And for a taste of authentic flight action, watch *The Battle of Britain*, starring Michael Caine and Laurence Olivier on VHS videocassette.

Software	**$59.95**
IBM 5 1/4"	(3576)
IBM 3 1/2"	(3602)
Amiga	(3578)
Atari ST	(3580)
RAF brown leather vest.	**$175**
Size 36	(9010)
Size 38	(9011)
Size 40	(9012)
Size 42	(9013)
Size 44	(9014)
Poster	**$4.95**
	(8373)

RAF brown leather jacket.	**$225**
Size 36	(9000)
Size 38	(9001)
Size 40	(9002)
Size 42	(9003)
Size 44	(9004)
T-Shirt	
Men's sizes	**$14.95**
Small	(8303)
Medium	(8304)
Large	(8305)
Extra Large	(8306)
The Battle of Britain VHS videocassette	**$29.95**
	(8307)

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Add the P-38 Lightning and the P-80 Shooting Star to the unique collection of aircraft already featured in *Secret Weapons of the Luftwaffe*. Each *Tour of Duty* expansion disk contains 16 ready-to-fly missions and two complete tours of duty. Create your own P-38 and P-80 missions with the *Secret Weapons* mission builder! (both require *Secret Weapons of the Luftwaffe* software)

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With its unique profile and formidable firepower, the P-38 Lightning played a vital role as a long-range escort fighter. And with its four thousand pounds of payload, the P-38 packed a mighty punch against Germany's war industries. **$29.95**

IBM 5 1/4" 1.2MB (9281)
3 1/2" (9282)

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America's first operational jet fighter, the P-80 missed seeing service during World War II. The Shooting Star was developed in record time to combat both the German Me 262 jet fighter and the Me 163 rocket fighter. **$29.95**

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Whether you're on your first mission or your hundredth, there's always a little higher you can fly. That's why you'll want to keep *The Official Lucasfilm Games Air Combat Strategy Book* by Rusel DeMaria and George R. Fontaine handy in your cockpit. Get all the help you need to succeed in *Battlehawks 1942*, *Their Finest Hour: The Battle of Britain*, and *Secret Weapons of the Luftwaffe*. **$18.95** (9272)

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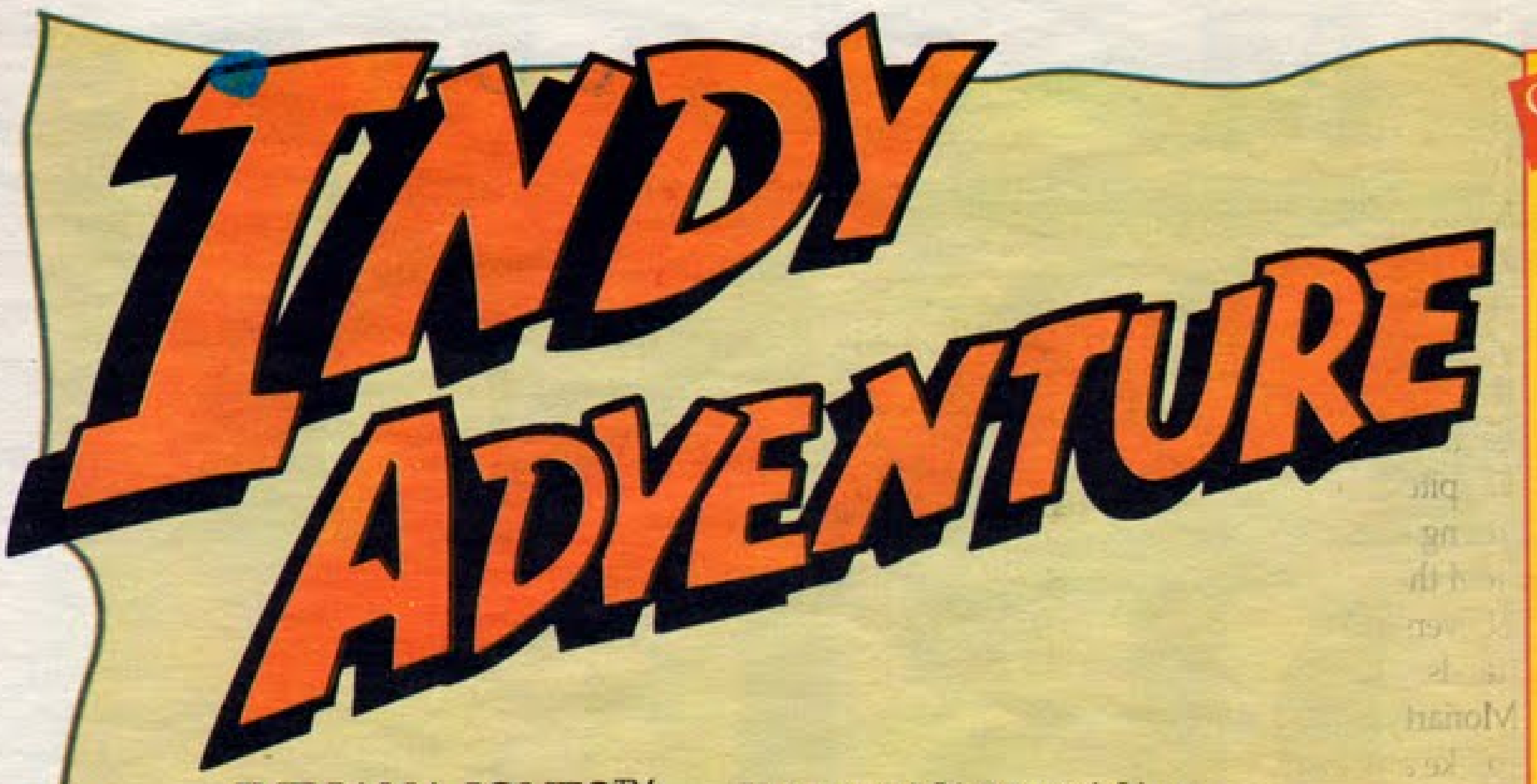
Fly authentic Japanese Zeros, Kates and Vals against American Dauntlesses, Wildcats and Avengers on a variety of fighter, bomber and torpedo missions. **Only $29.95**

Software	**$29.95**
IBM (Combo)	(3528)
Amiga	(3531)
Atari ST	(3534)

T-Shirt	
Men's sizes	**$14.95**
Small	(8284)
Medium	(8285)
Large	(8286)

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Grab your whip and put on your fedora, because Indy's off on his latest race against the Nazis. You'll cross the globe, from Algiers to Iceland to the Yucatan, in a search for the fabled city of Atlantis. You'll have to be on your toes to beat the Nazis to the Lost City's secret — a force more powerful than the atomic bomb.

With three ways to play, *Indiana Jones and the Fate of Atlantis* has something for everyone. Whether you like mind-bending puzzles, two-fisted action or talking your way out of a jam, you'll experience all the excitement and adventure Indiana Jones fans have grown to love. Features stunning 256-color graphics and cinematic *i*MUSE soundtrack.

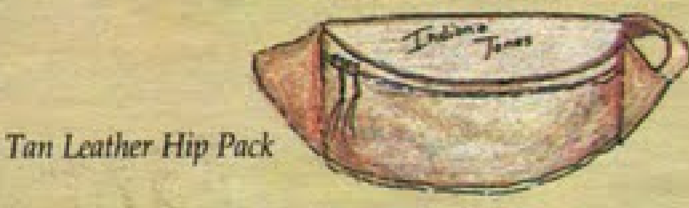
Software	$59.95	Clue Book	$12.95
IBM 5 1/4"	(6157)		(6260)
3 1/2"	(6158)		

INDIANA JONES™ AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE

It's a movie! It's a game! It's an action adventure that tests whether you can be a better Indy than Indiana Jones himself! Enjoy all the suspense of the Academy Award-winning movie as Indy tackles Nazi villains and medieval traps to save his father and find the Holy Grail. Outstanding graphics, hypnotizing animation and a super sound track that will make you want to march on Berlin! Easy point-and-click interface puts the adventure back in adventure gaming.

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(IBM, Amiga & Atari ST only)

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Tan Leather Hip Pack


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THE SECRET OF MONKEY ISLAND

Can you pass The Three Trials, become a famous pirate and learn *The Secret of Monkey Island?* Do you have what it takes to best the ghost pirate, LeChuck?

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SPECIAL! Get the Clue Book FREE with your direct order of The Secret of Monkey Island. It's guaranteed to make you a real swashbuckler!

Duel with the Sword Master, tackle vicious Piranha Poodles and find valuable buried treasure! But once you do, the real challenge begins in this delightful point-and-click graphic adventure from Ron Gilbert. Complete with original reggae music, vivid graphics and animation and cringingly funny humor.

For all you truly dedicated buccaneers, here's your chance to hang a glorious, full-color *Secret of Monkey Island* poster on your game room wall. Or decorate your "treasure chest" with a custom long-sleeve T-Shirt, embellished with Monkey Island graphics in full color.

Software	**$39.95**	**T-shirt**	
IBM		Men's sizes	**$14.95**
5 1/4" EGA	(4098)	Small	(8354)
3 1/2" EGA	(4099)	Medium	(8355)
Software	**$59.95**	Large	(8356)
5 1/4" VGA	(4302)	Extra Large	(8357)
3 1/2" VGA	(4318)	**Clue Book**	**$12.95**
Amiga	(9050)		(8365)
Atari ST	(9051)	**Poster**	**$4.95**
Macintosh *New*	(6305)		(8380)
IBM upgrade to VGA edition			**$15.00**
(plus your original disks)		5 1/4"	(9087)
		3 1/2"	(9088)
NEW IBM CD-ROM		(6208)	**$49.95**

MONKEY ISLAND 2: LECHUCK'S REVENGE™

Return with us to a nobler time, when pirates ravaged the seas — and body odor ravaged the pirates — with *Monkey Island 2: LeChuck's Revenge*, the hilarious sequel to *The Secret of Monkey Island*.

The Ghost Pirate LeChuck is out for revenge. You killed him once, but he's too mad to stay dead. LeChuck's big, he's bad, he's back, and he's looking for you...

Sit back and enjoy the amazing *i*MUSE™ reggae soundtrack and dazzling 256 color graphics* as you search for the lost treasure of Big Whoop and battle once again with the putrefying remains of the ghost pirate with an attitude.

Software	$59.95	Clue Book	$12.95
IBM 5 1/4"	(6154)		(6259)
3 1/2"	(6155)		**32-color for*
Amiga	(6156)		*Amiga system*



Star Wars. The name alone evokes images of star destroyers and wookies, droids and Jedi masters. If you're a Star Wars fan, here's your chance to own some of the best Star Wars memorabilia and relive some of your favorite movie moments.

For the Imperial Storm Trooper in you, the Don Post Studios have re-created the white Storm Trooper helmet in soft-molded flexible plastic. It's perfect for a vacation on the moons of Endor. One size fits all.

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Software	**$29.95**	
IBM 5 1/4		(3540)
IBM 3 1/2"		(3542)
Amiga		(3545)
Atari ST		(3579)
Macintosh	**$49.95**	(3907)
IBM VGA 5 1/4"	**$44.95**	(4258)
IBM upgrade to VGA edition (plus your original disks)	**$15.00**	
IBM 5 1/4"		(9063)
IBM 3 1/2"		(9064)
NEW IBM CD-ROM	**$49.95**	(6207)
Clue Book	**$12.95**	(8310)
Mouse Pad	**$15.95**	(8322)
Brown leather jacket A2 Bomber style.	**$225**	
Men's sizes		
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Size 38		(9001)
Size 40		(9002)
Size 42		(9003)
Size 44		(9004)

T-shirt		
Men's sizes	**$14.95**	
White:		
Medium		(8299)
Large		(8300)
Indy brown fur felt hat	**$85.00**	
Sizes:		
Small 6 3/4 to 6 7/8		(9017)
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Large 7 1/4 to 7 3/8		(9019)
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Nintendo cartridge **$59.95** (9033)

MPC/Ertl is known for its high-quality polystyrene model assembly kits. Now they have reissued three of the most notable of the Star Wars spacecraft, including Han Solo's Millenium Falcon, Darth Vader's Tie Fighter and Luke Skywalker's X-Wing Fighter. Each kit includes instructions for easy assembly.

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Men's sizes	**$14.95**	
Small		(9039)
Medium		(9040)
Large		(9041)
Extra Large		(9042)

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Extra Large		(9049)



WARS

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LOOM™

In a truly unique fantasy graphic adventure, you play the role of a young Weaver in the Age of the Great Guilds. Despite your young age, you hold the fate of the Universe in your hands. *Loom* by Brian Moriarty is a tale of magic, music, and dragons unlike any game you've ever seen. And it comes complete with a 30-minute audio cassette that sets the stage for your quest. Super graphics and sound support. Just the right challenge for the beginning adventurer.

To set the *Loom* mood properly, you'll need a genuine *Loom* T-Shirt, endorsed by Bobbin himself. Then, once you're appropriately dressed, use the *Loom* Clue Book to help guide you through the mists of ancient times. And for hauntingly great sound from your PC, add the *Loom* Roland upgrade disk for use with your Roland LAPC-1 card or MT-32 Sound Module (not included).

Software	**$59.95**	
IBM 5 1/4"		(3575)
IBM 3 1/2"		(3601)
Amiga		(3577)
Atari ST		(3579)
Macintosh		(4311)
Clue Book	**$12.95**	(8311)
Roland PC Upgrade disk	**$15.00**	(8331)
T-Shirt	**$14.95**	
Men's sizes		
Small		(8323)
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Large		(8325)
Extra Large		(8326)
***NEW* IBM CD-ROM "Talkie"**	**$49.95**	(6209)

ZAK McKRACKEN AND THE ALIEN MINDBENDERS™

FLASH! Space Aliens have landed! This just in -- they've taken over the Phone Company and are reportedly trying to reduce everyone's IQs to single digits!

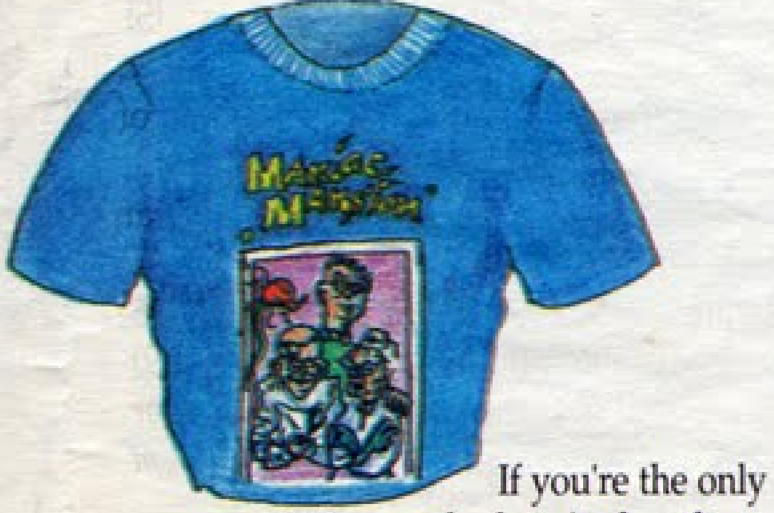
Think you might've read that report last week in the supermarket check-out line? Well, as Zak McKracken, ace reporter for the National Inquisitor, you've made up stories just like that to sell a few newspapers. But this story is true! And only you can save the world from the alien menace in this wonderfully loony graphic adventure. No typing -- just point-and-click. **Amazing price: $19.95**

Need to get to Mars in a Volkswagen van? Maybe you need a Zak McKracken Clue Book! And remember, the uniform of the day on Mars could only be a Zak McKracken T-Shirt!




Software	**$19.95**	
IBM (Combo)		(3536)
C64		(3533)
Amiga		(3583)
ST		(3530)
(German, Italian, Spanish and French language versions are also available. Call or write for prices and availability.)		
Clue Book	**$12.95**	(8309)
T-Shirt	**$14.95**	
Men's sizes		
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Medium		(8281)
Large		(8282)

MANIAC MANSION®



If you're the only one in town who hasn't played *Maniac Mansion* yet, don't be left out! It's crazy, it's funny and it's spooky– everything you want in an graphic adventure. Award-winning *Maniac Mansion* pioneered the point-and-click interface that makes typing obsolete. Find out for yourself why Dr. Fred kidnapped your favorite cheerleader. . .and just what Nurse Edna is doing with that scalpel. **Now just $19.95 on disk, $54.95 for Nintendo cartridge.**

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Software	**$19.95**	
IBM (Combo)		(3588)
Apple II		(3532)
C64		(3535)
Amiga		(3581)
ST		(3584)
(German, Spanish and French language versions are also available. Call or write for prices and availability.)		
Nintendo cartridge	**$54.95**	(9025)
Poster	**$4.95**	(8279)
T-Shirt		
Men's sizes	**$14.95**	
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Large		(8315)
Extra Large		(8316)
Clue Book	**$12.95**	(8308)





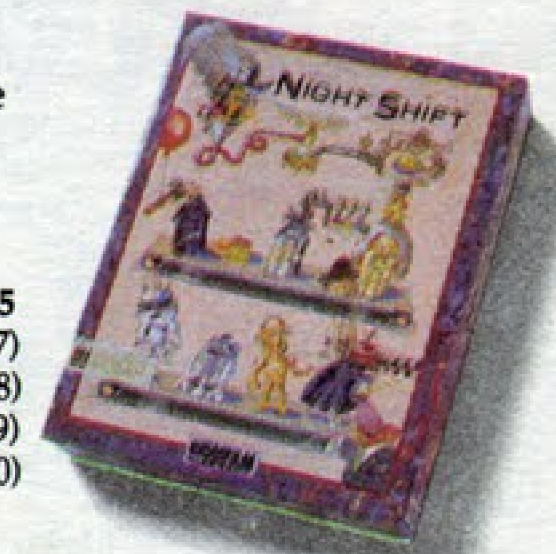
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SPECIAL! Order Night Shift now and receive a free Industrial Might & Logic T-Shirt!

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Order Night Shift now and receive a free Industrial Might & Logic T-Shirt! (Don't forget to specify size.)

Software	**$24.95**	**T-shirt**	
IBM 5 1/4"	(4253)	Men's sizes	**$14.95**
IBM 3 1/2"	(4254)	Small	(8367)
Amiga	(4255)	Medium	(8368)
Atari ST	(4257)	Large	(8369)
Software	**$29.95**	Extra Large	(8370)
C64	(4256)		



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INDIANA JONES™ AND THE LAST CRUSADE: THE ACTION GAME

You'll need to be quick on the joystick in this arcade challenge from the Academy Award-winning movie. Take on murderous grave robbers, angry rhinos, and falling rocks as you relive Indy's struggle to keep the Holy Grail out of Nazi hands. **Hot price: $29.95**



Software	**$29.95**
IBM (Combo)	(3585)
Amiga	(3543)
Atari ST	(3541)
Special price	
C64	$19.95 (3539)

T-shirt	
Men's sizes	**$14.95**
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Medium	(8299)
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It's so simple: just put a pipeline together from handy pieces of pipe! The problem comes when an evil slime starts flowing down the pipe, stay ahead of it or lose everything. One or two players and 30 levels for many hours of great gaming. **Great price: $29.95 on disk, $34.95 for Nintendo cartridge.**

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Software	**$29.95**
IBM (Combo)	(3660)
Amiga	(3664)
C64	(3668)
Atari ST	(3666)
Apple II	(3672)
Macintosh	(3670)
Nintendo cartridge	**$34.95** (9026)

T-Shirt	
Men's sizes	**$14.95**
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"We need the Me 262 more than anything else — more than submarines and more than tanks, because without this aircraft all armament production will become impossible."

Feldmarschall Erhard Milch, in January 1944



You can hop right into your plane and take off, without having to learn a long list of commands.

There are many different missions for you to fly, and a mission builder program lets you design your own battles. Our unique replay feature lets you record your exploits and play them back later, viewing them from any angle you like. You can even change your point of view as the recording plays, moving in closer, or higher, or to the right — any direction at all.

The reproductions of the planes, both inside and out, are beautiful. If you have an IBM or compatible with an MCGA or VGA card, you'll even see land and sky that smoothly shade into haze at the horizon.



As in our previous simulations, you can fly for either side. As the American player you can try to disrupt Nazi Germany's war industries while protecting your planes and crews. Or you can take part in Germany's last ditch effort to end the Allied onslaught, flying one of the Luftwaffe's secret weapons.

The secret weapons themselves are what's really special about this game. You'll fly aircraft like the Messerschmitt 262 jet fighter, the first jet plane in the world to be produced in significant numbers. Or the Messerschmitt 163 rocket plane, which was even faster than the jet but much more volatile and risky to fly.

Perhaps most impressive of all is the Gotha 229 flying wing, which before WWII was over was flown only in prototype. The Gotha was powered by twin jet engines, and was constructed on the same principles as America's current B-2 Stealth Bomber. We can only speculate now on the effect these remarkable planes might have had if the Germans had been able to produce many of them before the war's end.

On the American side is the B-17 bomber, which the 8th Air Force sent on so many daring daytime raids into the heart of the Third Reich. Escorting the US bombers is the P-51 Mustang, perhaps the best propeller-driven fighter of the war. The P-47 Thunderbolt is available for short-range escort and ground attack missions. Conventional fighters on the German side include the Messerschmitt 109 and the Focke-Wolf 190 fighter planes.

With *Secret Weapons of the Luftwaffe*, you can create alternate histories. What if Hitler hadn't delayed production of the Messerschmitt 262? Would it have made a difference if it had been available before the Normandy invasion? What if the Gotha fighter had been rushed into production earlier? Would radical designs like these have made a difference in the course of the war? Or would a different Allied strategy have neutralized these technical advantages?

Our designers interviewed pilots and military experts from both sides of the conflict in order to find answers to these questions, and the information they gained has been incorporated into the game. Furthermore, our documenters have produced an outstanding manual, filled with facts and anecdotes about the people, planes, and weapons of the air war over Germany late in World War II. We've included plenty of rare photographs and first-hand accounts from the aces of the day.

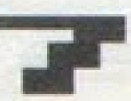
Thanks to such detailed research as this, *Secret Weapons of the Luftwaffe* lets you explore history, not only as it was, but as it might have been. **ESC**

"They're still trying to pump 'soup' into the superman. Becoming more frequent are the appearances of these hopped-up go-buggies, and they're one of the last-ditch hopes of the Nazi overlords.

Suffice it to say if they become prominent, we'll have adequate countermeasures for them. Tests already show they'll walk away from conventional aircraft. Which from the bomber's point of view means only one thing: You have less time to hit him, and he has less time to shoot at you."

U.S. Air Force newsletter article, titled "Warm Your Guns for Jerry's Final Brainstorm," warning crews about the Me 262 and the Me 163

A few U.S. bombers and fighters that had crash-landed in German-occupied Europe were repaired and made airworthy again by Luftwaffe ground crews. This group of aircraft, known as the Wanderzirkus, or "traveling circus," toured Luftwaffe bases, giving German fighter pilots invaluable knowledge of the aircraft they were fighting against. Some of these patched-up B-17s, still retaining their U.S. markings, would infiltrate American bomber formations and even open fire on the startled bomber crews.



Loom™ is the RADDEST game I have.
Andy Ekholt
Tucson, AZ

Letters

I recently bought *Loom* and am completely amazed! No other game I have ever played captured and kept my attention like *Loom* did. The story completely captivated me and the astonishing music drew me deeper into that world. I can honestly say I enjoyed every second of the game, and I hope to see a sequel.

Nick Stone
Raleigh, NC

We are considering the possibility of a sequel, but we haven't decided anything yet. Maybe if you asked Brian Moriarty really, really nicely... — Ed.

Though I have purchased about sixty games in all, I believe that *Indy: The Graphic Adventure* is among the best. The fluid animation and well-thought-out user interface (unlike the type-for-five-years-trying-to-get-what-you-are-thinking-to-be-understood-by-the-computer method) is so enjoyable that I am now playing it for my third time!

I noticed that your newest release *Loom* supports the CMS music board. Do you have a patch that would let me get this improved sound through my sound board on *Indy*?

Also, I have read in every magazine on this planet that *Their Finest Hour: The Battle of Britain* is the best air combat simulation available. Does it support CMS?

John Yeman
Albany, NY

We do have a patch for Indy, and it's available on Compuserve in the Tandy forum. You can also get it from us for $10: send a check or money order to Lucasfilm Ltd., P.O. Box 10307, San Rafael CA 94912, or use your Visa or MasterCard and call 1-800-STAR-WARS.

There's no patch available for Battle of Britain, *but that game supports AdLib sound as is. — Ed.*

I am requesting the VGA update to *Indy: The Graphic Adventure*. I thank you for your courteous and helpful phone support crew, and I commend you on the quality of your games, which seem to just get better. I was surprised and delighted to learn that you were offering an updated version of an already great piece of entertainment to take advantage of my computer's somewhat advanced capabilities.

Mark Church
Gaithersburg, MD

Indy fans: If your computer has VGA graphics and is AT class or better, you'll enjoy Indy even more in our new VGA version. Send your original disks, along with a check or money order for $15, to Lucasfilm Ltd., P.O. Box 10307, San Rafael CA 94912. — Ed.

Loom was my first Lucasfilm game. It only took me two afternoons to solve it, without a clue book or any sort of help. In my definition, your game is just too easy.

Steven Fessler
Rancho Palos Verdes, CA

We designed Loom *to be easier than our other games, which beginning gamers have often found to be too challenging. We hope that experienced gamers will still be caught up by its vivid style of storytelling, but some, like Mr. Fessler, have been disappointed that it wasn't harder. — Ed.*

Loom was absolutely mindblowing! It's the first game to succeed in accomplishing Sierra Online's goal of creating an "interactive movie." I left my computer screen and I felt like I was leaving the theater.

Bill Borre
Glendale CA

I love *Zak McKracken* and *Maniac Mansion*. It gets really spooky at night when I play for hours. Keep making cool games. P.S. What is the hotline number?

Dan France

Information on the hotline we have. This page it is on. — Ed.

I bought your game *Maniac Mansion* and we've been playing it for hours on end and have gotten pretty far, but now we seem to be stuck. We have looked everywhere and tried everything we can think of, but we have run out of answers. We were wondering if, out of the goodness of your hearts, you could spend a few minutes and give us a little hint so we can stop yanking our hair out and my husband can get some sleep at night. The next letter I write could be from a padded cell!

Barbara G. Edwards
Shreveport, VA

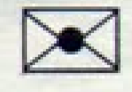
You'll find information about hint books for Maniac Mansion *and other games on pages 10 and 11. Whatever you do, don't put the hamster in the microwave. — Ed.*

I am returning *Zak McKracken* because I find it quite unsuitable. The excellent game playability and graphics further compound the real problem: the game is saturated with New Age/Satanism teachings and concepts, including Eastern religions, meditation, magic, out-of-body experiences, mindlinking with animals, teleportation, mental telepathy, and mind control by aliens.

I not only find these false teachings objectionable, but consider the immersing of them in humor and presenting them as a game very dangerous.

Rev. Merwin Updyke
Altoona, PA

But have you tried playing it backward? — Ed.



HINT YOU NEED?

Call new number 1-900-740-JEDI and good hint you'll get, yes, yes. Most will find new number cheaper. Only 75 cents a minute it is. Recorded hints it has for Secret of Monkey Island, Secret Weapons of the Luftwaffe, Zak McKracken, Maniac Mansion, Their Finest Hour — all the games by Lucasfilm made.

For tech support, call 1-415-721-3333. Call from 8:30 am to 4:30 pm, live operator you reach. Tell to them Yoda sends you.

Railroad Tycoon

from Microprose

REVIEWED BY NOAH FALSTEIN



Don't tell anyone we admitted this, but — some great entertainment software actually comes from The Competition. And we'd like you to know about it. So in each issue of *The Adventurer*, one of our game designers will recommend a new game from another publisher that's been a favorite with us after hours.

I never had a railroad set when I was growing up. My fantasies tended more toward spaceships and galactic empires than steam engines and freight cars.

So when I heard that Microprose's latest game was a simulation of building and running a railroad network, I was prepared to be disappointed. But then I tried the game, and my disappointment melted away.

Railroad Tycoon, by Sid Meier, brings together a variety of game ideas, yet forms a harmonious whole. Like a good railroad engine, this game is a technological marvel of busily moving parts, all meshing together in a fast-moving, well-designed machine.

It takes a little while to get the hang of it, so allow yourself an hour or so of puzzlement before the mechanics of laying track, finding profitable routes, and managing your trains become clear. There's a helpful tutorial in the manual, and a great deal of interesting background information as well.

You can begin simply building tracks and setting up train routes. After you've mastered that, you can gradually add a more complex economic system. This requires more attention to supply and demand, and adds more realistic train routing and stock market competition with computer generated competitors.

Sid Meier and the folks at MPS labs have focused on the interesting aspects of railroading and streamlined the rest. Throughout the game I always find it continually challenging to expand my railroad network amidst the competition, fluctuating economy, and changing world.

And as a game designer, I find it rewarding to play a game that's so well-polished. I like being able to zoom in and out on the map, going from thousands of miles across to just a few dozen with a couple of mouse clicks. The displays are colorful and informative, and you can see your trains moving along the tracks at most of the display levels.

The game seamlessly merges the hands-on feel of running individual trains with the vast scope of managing a continent-spanning rail network. The detail is impressive, addressing land elevation, train types, individual switches, and growing population. The computer competition is tough but beatable.

My favorite feature of the game is its variety. As you play, the economy changes, industries grow and decline, old resources are used up, new ones are discovered, and natural disasters arise just to complicate things.

There are four different parts of the world to build your trains in, and new landscapes are generated every time you play. There are four basic difficulty levels, and three optional levels of realism. The many different computer opponents use varied strategies. And — unusual in computer games — each of these different combinations actually feels different to play.

Railroad Tycoon will stay on my hard disk for a long time. If the game were mine, I can't imagine any significant way I'd have done it differently — can a picky fellow game designer say more?

Well, yes, he can say this: If Microprose isn't planning to use a similar system in a game of interstellar trading and conquest, they're missing out on a big opportunity! **ESC**

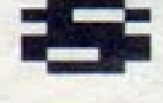
The Adventurer

Volume 1, Number 1
Fall 1990

Publisher Doug Glen
Editor Scott Marley
Art Director Mark Shepard
Artists Steve Purcell, Lisa Star
Producer Kelly Flock
Print Production Carolyn Knutson
Conceived by Mike Ebert
Special thanks to George Lucas

The Adventurer is published four times a year by Lucasfilm Games, P.O. Box 10307, San Rafael CA 94912. Subscriptions are free upon submission of the registration card from any Lucasfilm game.





The Adventurer Puzzle #1

Now that we've discovered the map, we'd like to take a trip over to Blinky Island and dig up the treasure.

The Treasure of Blinky Island

BY HUMPHREY DUDLEY

The villainous pirate LeQuack himself drew this map of Blinky Island, and he carefully marked on it the different locations of the six treasure chests he had hidden there. He buried each treasure chest next to a different landmark (a haunted shrub, a polluted spring, a rusty rudder, a scary cave, a twisted oak, and a weird boulder). The map shown here shows these six areas and the only paths that link them.

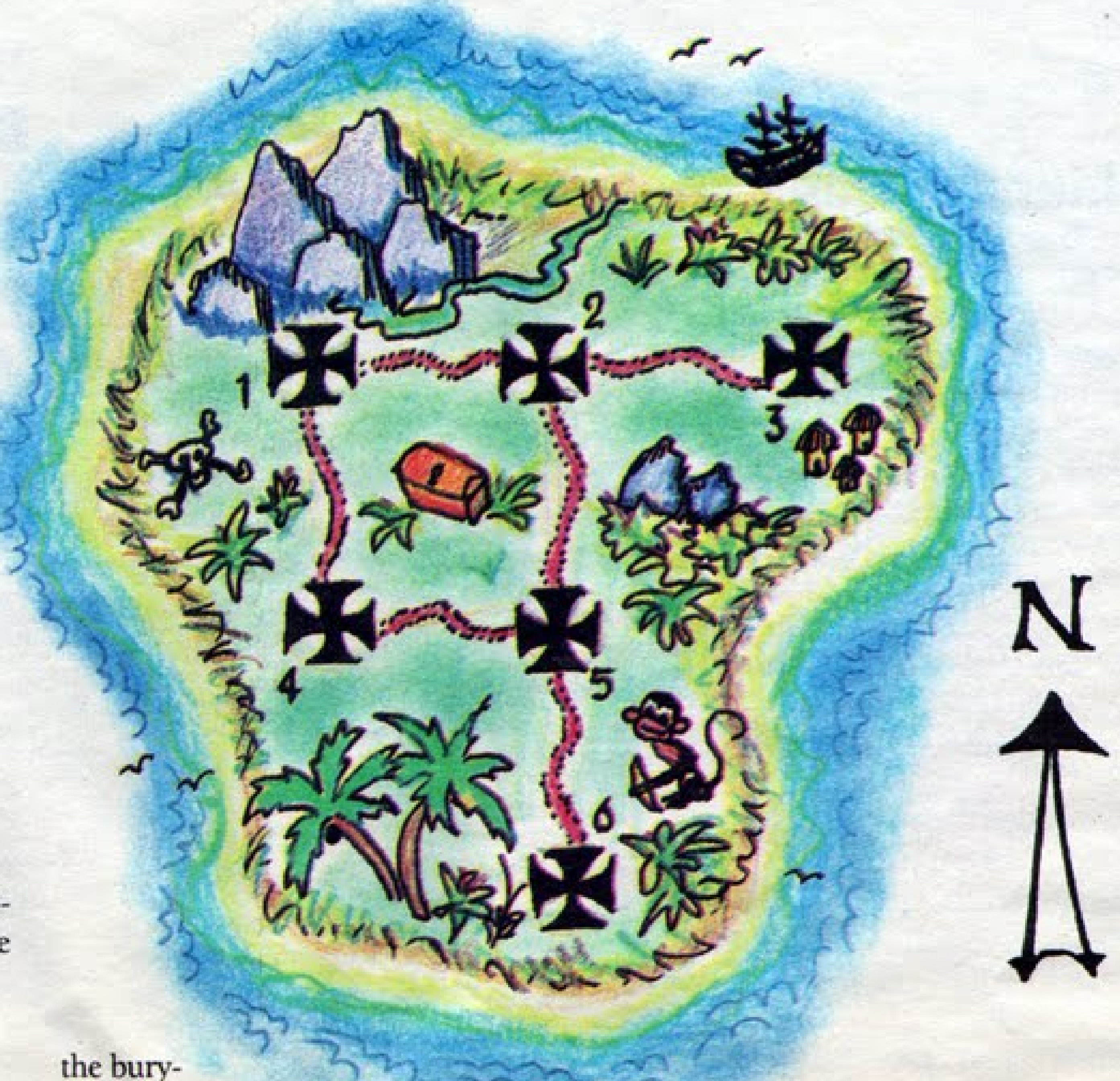
Five of the chests are decoys, each one filled with a different kind of item (bunches of bananas, expired coupons, floor cushions, jelly beans, or rubber chickens). The sixth chest holds the real treasure: 25 Lucasfilm computer games.

In order to preserve his secret, LeQuack didn't record which chest was buried where, or even which landmark is at each location on the map. Now that we've discovered the map, we'd like to take a trip over to Blinky Island and dig up the treasure, but we don't have all the time in the world. We'd like to dig up the treasure without any delay, but the only clues we have to go on are seven notes that LeQuack jotted on the back of the map.

So we'll tell you what. If you can help us dig up the treasure, we'll share the booty with you. Just tell us at which of the six numbered locations the games are buried, and which landmark is at that location. After the deadline, we'll randomly draw 25 of the correct entries we receive; if your entry is among them, we'll award you the Lucasfilm game of your choice.

Send your answer (the location number and the landmark), along with your name, address, and telephone number, on a postcard (no envelopes, please) to Adventurer Puzzle #1, P.O. Box 10307, San Rafael, CA 94912. (You don't have to specify which game you want; we'll contact you if you win.)

All entries must be received by January 31, 1991. The answer will appear in the next issue.



1.There is a chest buried halfway between the chest containing the jelly beans and the chest containing the floor cushions.

2.To get from the rusty rudder to the burying place of the expired coupons, you must pass by where the rubber chickens are buried.

3.To get from the twisted oak to the burying place of the bunches of bananas, you must pass by the scary cave.

4.The bunches of bananas aren't buried at the polluted spring.

5.The bunches of bananas are buried due south of where the haunted shrub is.

6.The polluted spring is due west of the weird boulder.

7.There is no path going directly from where the jelly beans are buried to where the games are buried. **ESC**

















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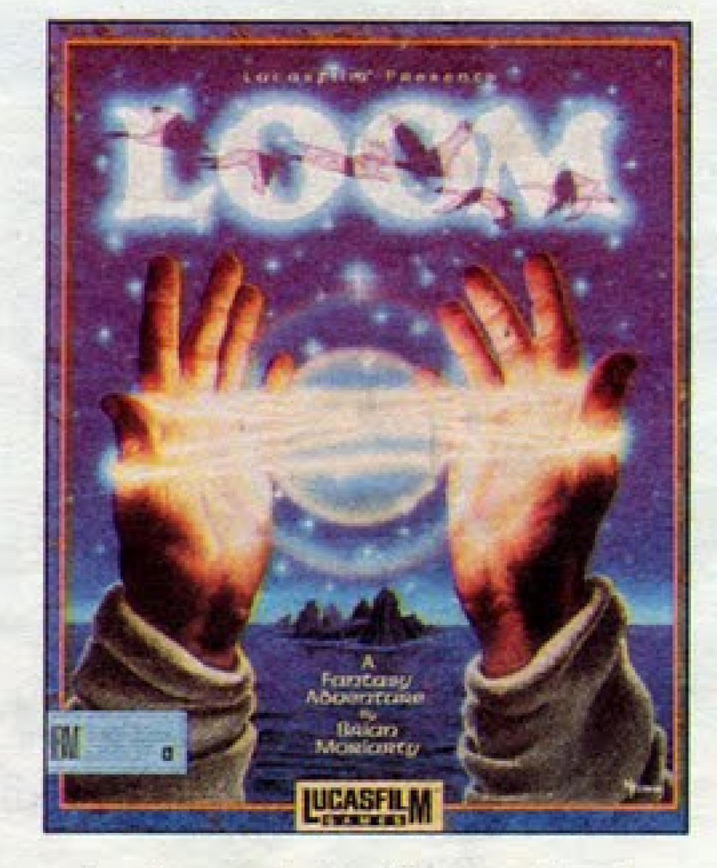
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"The graphics are stunning and the animation is very realistic. The designers at Lucasfilm went all out with this game." *PC Hands On*

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This two-fisted arcade-style game pits Indy against murderous grave robbers, fanatical Nazi thugs, and medieval booby traps. Assorted perils include searing fireballs, tumbling rocks, angry rhinos, and lightning bolts. If you like excitement and you enjoyed the film, this game will keep you glued to your joystick for many, many hours.

"*Indy* makes the momentous leap from the silver screen to the computer screen." *Computer Gaming World*

"*Indy*, the action game, should provide arcade fanatics with many nice, long, and challenging play sessions." *START*

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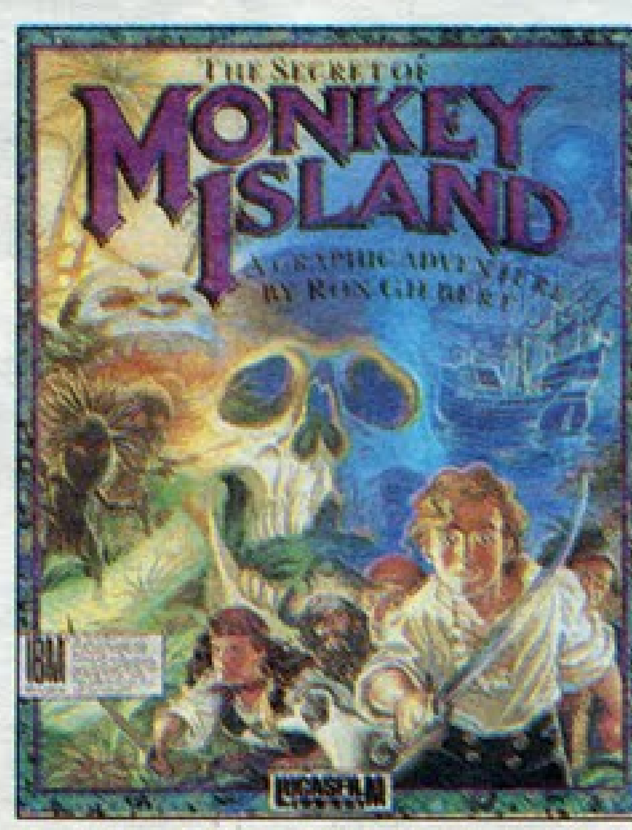
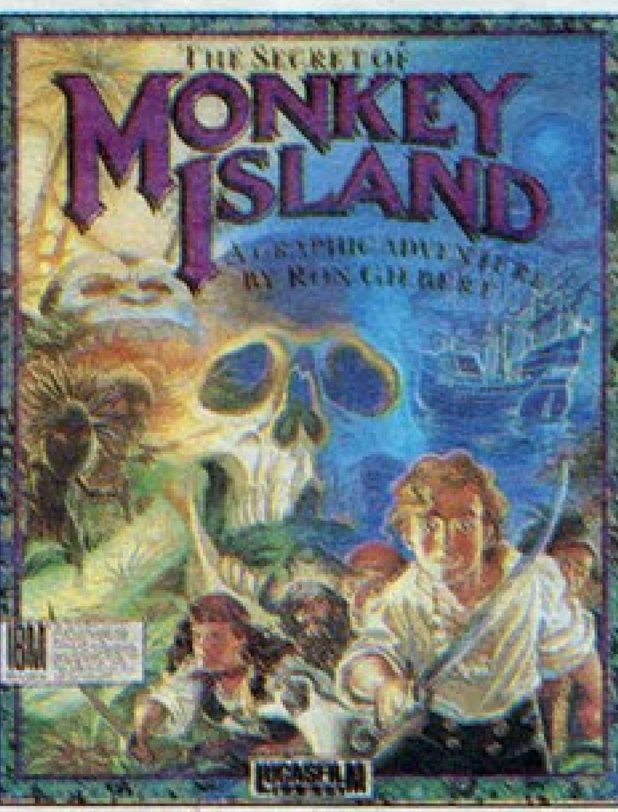
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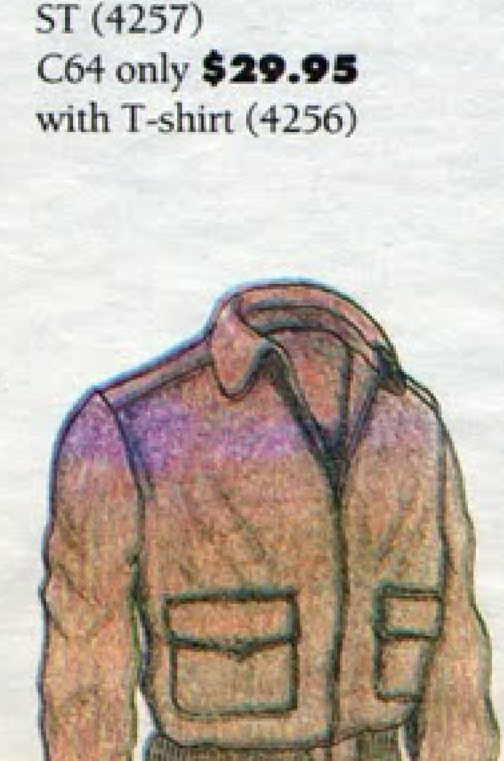
by Jon Dean, Jon Steele, Christopher Gibbs, and Robert Gill

You've just been hired to single-handedly run the night shift at *Industrial Might & Logic*, a toy factory producing baby *Darth Vaders, C3P0s, R2D2s, Indiana Jones, Zak McKrackens* and other Lucasfilm favorites. Problem is, the machine keeps breaking down. As if that's not enough, you're constantly pestered by nasty lawyers, annoying lemmings, and a boss who keeps raising your quota.

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SECRET WEAPONS OF THE LUFTWAFFE

Artist's conception of a Go 229 in flight. Had Germany been able to prolong the war for a few more months, this fighter-bomber could have seen action against Allied aircraft.

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